

There I was, sat here smugly thinking that I've got a 400 list ready to unleash on the "undiscovered" [NEMESIS idea of a joke] - when I read a letter from John Crees telling me I've been rumpled ! Just to make sure the issue wasn't avoided he promptly named the rest of them ! A letter from Tony Farnsworth, with immense details of transfers not only helped to emphasise the point - but gave me a great deal of information. As a result I SHOULD be able to give details of specific transfers on almost any of the "older" programs - but will have to promptly update the 300 list to 400 ! Whilst a certain party who advertises "details of OVER 100 transfers" I was quite content to have 300 with something up my sleeve ! Never mind, there will be a 400 list 'ere long, and you can bet that the information to make 500 won't be too far away from me ! I count over 50 OPTION 1 in this issue - and only a handful have been previously mentioned. Everyone's been digging them out of the attic - many thanks to all who took the time to keep me informed. I welcome ALL information - even if only to confirm what has already been advised. I received over 70 letters during the last month, nearly all giving information, so I must give an "open" thankyou. I am now "standardising" what I do with mail ! If your letter requests advice, then unless it appears to be urgent the answer will be in the next newsletter - or enclosed with it. If it was purely information passed - then I will try to remember to acknowledge it with the next newsletter - but PLEASE don't stop sending YOUR news if I miss out on the personal "thankyou" ! Neil M. has got a "BRILL" revised BANKRAID - I've found a DOLLY PARTON and several BEVERLEY SISTERS - and there's news of this and that and so fifth - I press on rewardless;

Last issues "TWIGGY" produced some odd results - I hadn't noticed that my own version missed the full selection screen - it did however give the goalpost and scoring graphics, a local had the reverse situation ! To solve the joint problem I "merged" the two results for a perfect program. I checked with another who had a "perfect" result - funny caper this ! The "oddity" with DARTS 180 has been clarified by several reports that running the tape direct can produce some strange quirks as well - other times it is OK. Seems as though the MASTERX will reflect the same conditions as the tape direct would have done. Try it again if you are getting "funnies". AMAUROTE goes MASTERX, but if you want a perfect screen you'll make a couple of minor alterations to MASTERX just for this game. BONZO APPLAUSE to the producers of THE PAWN disc ! It won't copy with CLONE ARRANGER, it will with DOO DAH, but all beside the point because there is a copy routine built into side 2 of the disc ! Did they read NEWS 10 ! Several have written letters as suggested in NEWS 10 - we await results with interest !

COMPILATIONS

NOW GAMES.4 - HACKER OPTION 3, MISSION OMEGA and SQUASH OPTION 1, DAN DARK OPTION 2 + "LOADER" THEY SOLD A MILLION 2 - ALL FOUR, MATCHDAY, MATCHPOINT, BRUCE LEE and KNIGHT LORE are OPTION 3.

DURELL BIG FOUR - CRITICAL MASS, SABOTEUR OPTION 1. COMBAT LYNX RAMDAM-AN, TURBO ESPRIT not yet known !

ELITE HIT PAK 6 - ANTIRIAD OPTION 2, The others are all reported as OPTION 1 - RELOCATION OFF except SPLIT PERS. [SPECIAL] COMPUTER HITS 5 - ALL GO AS OPTION 1 except 2112AD [SPECIAL]

MIKROGEN'S CLASSIC COLLECTION all go with BANKRAID 6128 !! Tough for the rest of you !

OPTION 1 STANDARD TRANSFERS. Lots of "new" reports, some referring to ancient games transferred by new owners of disc systems. The symbols "N" = DO NOT RELOCATE, "C" = FROM COMPILATION TAPE, "*" SEE NOTES FOLLOWING.
 SPORT OF KINGS. KETTLE. SPANNERMAN. GALAXIA. QUILL. STORM2. SQUASH[C]. PRESIDENT. SPACEMANIA. CONTRAPTION. TRAP*. KILLER TOMATOES (Apache Redskins?). JUNGLE JANE*. COLOSSUS4 BRIDGE. NECRIS DOME. THE BOGGIT. MISSION OMEGA. CHRONOS. QUESTPROBE3*. APACHE GOLD. GREYFELL. FRUITY FRANK*. GLEN HODDLE FOOTBALL. GOOCH CRICKET. TAPPER[N & run main file only]. JACKIE & WIDE (DON'T BUY IT !). GATECRASHER. The following "oldies" from John Crees only need name changes unless "*" ALIEN BREAK-IN. ATOM SMASHER. BINKY BINKY. BRIAN BLOODAXE. CENTRE COURT. CHILLER. HOME RUNNER. HUSTLER. JOHNNY REB. KILLER GORILLA[C]. MAGIC SWORD(mine doesn't run properly), MASTER OF LAMPS. 3D MONSTER CHASE. NUMBER PAINTER. PLANET OF DEATH. ROBIN OF SHERWOOD. SHORT'S FUSE. SOFTWARE STAR(flattery ?). 3D STARSTRIKE. TEST MATCH[BOTH] WAR ZONE. WORLDWISE. WORDHANG. CAVES OF DOOM*. DEFEND OR DIE*. CRAZY GOLF*. DEVILS CROWN*. GHOULS* PUNCHY*. VAMPIRE KILLER*.

JUNGLE JANE, RRENUMBRR the basic loader - THEN LIST IT ! REMOVE the CALL &151 and it'll run on a 464. 6128 ? - no idea until I see a copy - have YOU got the answer ?

FRUITY FRANK, allow to relocate then edit 180 LOAD "FRUITYFR.BIN": CALL 42701: CALL &8200

CAVES OF DOOM, relocate then edit - 8 LOAD "MCODE", &139a 9 CALL 42701 DEFEND OR DIE, rename 1st. file and amend lines 210 and 250

CRAZY GOLF, add filenames and delete MEMORY command in line 10.

DEVIL'S CROWN, DDLRK ANONAME! and BNONAME!. Rename CNONAME! to something suitable and RUN it. [NB. Some vrsns. OPT 2]

GHOULS, Use the second file only - RUN it ! PUNCHY, same as CRAZY GOLF.

VAMPIRE KILLER, DO NOT RELOCATE. Change filenames and LOAD graphics file 1284 bytes lower. [1284 = difference between HIMEM without disc drive and HIMEM with - did you know that ? Yes, Michael Caine did too.]

QUEST PROBE 3 10 MEMORY 42450 : LOAD "QUEST" 20 POKK &bc8,&c9 : POKK &bc6,&c9 30 CALL 42451

TRAP WILL SEND YOUR DRIVE LOOPY UNLESS YOU USE THIS LOADER !

10 INK 0,0:INK 1,0:INK 2,0:INK 3,0:BORDER 0

20 MEMORY &9dff:MODE 1:LOAD"!PIC",&c000:INK 1,26:INK 2,24:INK 3,6:LOAD"!T1",&9e00

30 POKK &9e28,&40:POKE &9e29,&c6:POKE &9e3c,0:POKE &9e3d,&ef:POKE &9e4a,&21:POKE &9e47,&11

:POKE &9e52,&11:POKE &9e55,&21:POKE &9e44,0:POKE &9e45,0:POKE &9e46,0:CALL &9e00

Still on the subject of OPTION 1 - Don't blindly ignore it ! I recently supplied four "SPECIALS" to someone who had bought a "compilation tape" and found they didn't transfer as the originals. We later found them ALL to be OPTION 1 !

OPTION 2 HEADERLESS FILES.

More useful news in. "*" indicates MASTERY used - note the mini-mod to keep AMAUROTE "clean".

KUNG FU. NUMBER ONE. FRANK-N-STEIN. MR.FREEZE. RED ARROWS. SIR LANCELOT. SUBSUNK. OBSIDIAN. BOULDERDASH. CAULDRON. SPY v SPY. DOPPLE-GANGER. 3DQUASARS. GHOSTBUSTERS (re-issued version). CLASSIC INVADERS. GILLIGAN'S GOLD. WARLORD(464) CAULDRON II. CLIMB-IT. 3D BOXING. THE APPRENTICE. SKYFOX. NEXUS. ANDROID 1. BATTLE BEYOND THE STARS. MACROCOSMICA. VIEW TO KILL. GLIDER RIDER*. ZUB*. 180*. CLASSIC AXIENS. THANATOS. XCEL. PLANIT. SACRED ARMOUR ANTIRIAD, PRO-SNOOKER SIMULATOR, QUANTULLAH WINTER WONDERLAND, APACHE, HARD HAT MAC, ATLANTIS, JAILBREAK, GHOSTHUNTERS (Codemasters), RASTERSCAN*. WIZARDS LAIR. 3D STARSTRIKE (note: some versions OPTION 1), AMAUROTE*, DANDARE (compilation) For DAN DARE delete the BACK1 file and just use the loader for the B1 file.

DAN DARE OPTION 2 "FIDDLE"

```
10 CALL &bbff:FOR X=&be0 TO &be80:READ A$:Y=VAL("&"+A$):CS=CS+Y:POKE X,Y:NEXT
20 IF CS=6906 THEN CALL &B80 ELSE PRINT"DATA ERROR !":END
100 DATA 21,b2,be,06,02,11,40,00,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,f3,21,b4,be,11,30,00
200 DATA 01,08,00,ed,b0,01,d9,37,21,40,00,7e,a8,81,77,23,7c,fe,a7,20,f6,c3,8c,6e,42,31,f1,43,bb,f1,e4,00,00,00
```

WIZARDS LAIR - A model "standard" loader.

```
10 MEMORY 40967 : LOAD"BACK1" : POKE &cc8,&c9 : poke &bc6e,&c0: CALL 40968
```

AMAUROTE- Will transfer using MASTERY, but to avoid a "messy" screen add to the "GETMAST" file as line 35;

```
35 POKE &bedb,&05: POKE &be66,&16: POKE &bf21,&05
```

Similarly add a line 35 to "RUNMAST"; 35 POKE &beeb,&05: POKE &bef8,&05: POKE &bf03,&16: POKE &bf21,&05

OPTION 3 FLASHLOADERS.

The list to date: [Those that require attention of BONKEY files are marked "*".]

JET SET WILLY, BRUCE LEE, BARRY MC.BOXING, MATCHDAY, SCRABBLE, RAMBO, PING PONG, GYROSCOPE, BOUNTY BOB, TERROMOLINOS*, KONG STRIKES BACK, HUNCHBACKII, ZOIDS, WINTER GAMES, ZORRO, DAMBUSTERS, RAID*, DALEY'S DECATHLON, HACKER, FRANKIE GOES TO HOLYWOOD, CLUEDO, SAM FOX POKER, "V", EYE-SPY, GUNFIGHT, KUNG FU MASTER, [ALL FOUR FROM "THEY SOLD A MILLION II"], SPYTREK, MONOPOLY*, YIE-AR KUNG FU*, BATMAN*, GREEN BERET*, RESCUE ON FRACTALUS, DESERT FOX, DAN DARE, EXPLODING FIST (RECENT ISSUE), IMPOSSIBLE MISSION, ITS A KNOCKOUT !, NOMAD*, BOUNTY BOB STRIKES BACK, WORLD SERIES BASEBALL*, MINDER. and MATCHPOINT. RETURN TO OZ.

There are still more to come for this list - but I think that very few "new" SPEEDLOCKS are likely to go >>judging by their list for their updated "unlocker" Goldmark still cannot name anything that OPTION 3 won't do.

RAMDAM and RAMDAMX**RAMDAM**

Continuing to be a major problem solver ! The ?? indicate not advised - in which case it probably doesn't matter ! The RAMDAM transfer for DOOMSDAY BLUES is effected by using the main file (20-odd blocks) only. RASPUTIN and RUNESTONE from the same stable produce files that will not run. I'm looking for a copy of RASPUTIN to "crack".

SOUTHERN BELLE-A. CHIMERA-AN. RAINBIRD MUSIC SYSTEM-AN. THE MUSIC MAKER-AN. STARFIREBIRDS-B. WARLORD[464]. ALIEN. BATTLE FOR MIDWAY. NONTERRAWOTSIT !. SOUL OF A ROBOT. STOCKMARKET. ELECTRO-FREDDY. CONFUZION. LOCOMOTION. BATTLE OF BRITAIN-AN. CHOPPER SQUAD. ROOM TEN. NINJA MASTER-AN. JEWELS BABYON (1ST). MESSAGE FROM ANDROMEDA (1ST). FINDERS KEEPERS. LASERWAR. FLIGHTPATH 737. JUMP JET. ERIK THE VIKING. RETURN TO EDEN. TANK COMMANDER-BN. STARQUAKE-B. THRUST-AN. SPIKY HAROLD-AN. COLLAPSE-AN. HELICOPTER-AN. MUSIC BOX. SURVIVOR-AN. REVENGE OF CS-AN. CLASSIC RACING-AN. BOMBSARE-AN. DON'T PANIC-AN. WHO DARES WINSII-B. HOUSE OF USHER-AN. GAC-AN. FANTASIA DIAMOND. NEARLY ALL ROLANDS. [WILLOW PATTERN & DRAGONTORC - screen not 100% but playable]. STAR AVENGER-BN. BOOTY-BN. INTERNATIONAL RUGBY-AY. KENTILLA-AY. GEMINI DATABASE. COMBAT LYNX-AN. GALACTIC PLAGUE-AN. DRAUGHTS-AN. FRUIT MACHINE-AN. SPANNERMAN-AN. HUNCHBACK-AN. MASTERCALC-AN. PYJAMARAMA-AN. STAR COMMANDO-AN. WORLD CUP-AN. S'DINOOR-AN. CYLU-AN. PAWS-BN. FIGHTER PILOT-BN. GRID TRAP-AN. GOLDEN TALISMAN-AN. TERRA-COGNITA-BN. BATTLE BEYOND STARS-BN. 3DTIMETREK-AN. THE PRIZE-AN. SLAPSHOT (Anirog)-AY. FANTASIA DIAMOND-AN. IMAGINATION-BN. ARNHEM-BY. MUTANT MONTY-AN. MOONBUGGY-AN. RED MOON-?. CAESAR'S TRAVELS-AN. THE HIVE-AN. SOULS OF DARKON-?. EMERALD ISLE-?. INTO OBLIVION-AN. CHICKIN CHASE-AN. (set MODE 0). WIZARDS LAIR-AN (OPTION 2 better !) HUNTER KILLER-AY. 500CC GPRIX. THRUST2-AN (colour pokes!). LEGION OF DEATH-AY. WRIGGLER-AN. SENTINEL-AN. GUNSTAR-BN. VULCAN-BN. PROTEXT-AN.

RAMDAMX

REMEMBER - RAMDAMX is for programs commencing with a BINARY file ! Some RAMDAM and "X" may be in the wrong list. KILLAPEDE-BN. TROLLIE WALLIE-AN. BIGTOP BARNY-AN. TEMPEST-AY. SPINDIZZY-AY. THE APPRENTICE-AY. LIGHTFORCE-AY. 3DGRANDPRIX-AY. REDHAWK-BY. DEATHVILLE-AY. COVENANT-AY. OBSIDIAN-AY. TRAPDOOR-AY. INTERDICTOR PILOT-BN. HARRIER ATTACK-AY. ICONJON-AN. JEWELS OF BABYLON-AY. HEROES OF KARN-AY. FOREST AT WORLD'S END-AY. WARLORD-AY. SNODGITS-BY. ARABIAN NIGHTS-AY. GUZZLER-AN. SPITFIRE40-AN. JETBOOT JACK-AN. GEOFF CAPES STRONG LAD-AN. CODE TUTOR. CERBERUS-AN. INTERNATIONAL KARATE-BY. SLAPSHOT-AN (colours!). ATLANTIS-AN. REBELSTAR-AN(side a). TOBRUK-AY. SCOOBY DOO-BN. EXPECTATIONS-AN. ROBIN HOOD-AN (preferred OPTION 1 !), ASTERIX-BY. MACROCOSMICA-AN. TRASHMAN-AY. DYNAMITE DAN-A-N. TUBARUBA-AN. HEAVY ON MAGIC-AN. KEY FACTOR-BY. MUNCHIT-AY. FAIRLIGHT (OR RAMDAM !). MARSPORT-AY. AFTERSHOCK-?. DOOMSDAY BLUES-BY. SUPERGRAN-BY. ANDROID1-AN. GREEN-BERET-?. THEATRE OF EUROPE-BN. MATCHPOINT-BN. SHOCKWAY RIDER-AN(mode 0). FIREANT. ANDROID2-AN.

SPECIALS

These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box, represent the hard work of a number of gifted "meddlers", plus the odd ones that I do myself. Busy lately !
 EVERYONE'S A WALLY, HIGHWAY ENCOUNTER, ALIEN HIGHWAY, MOONCRESTA, STARSTRIKE2, DRUID, NICK FALDO PLAYS SOMETHING, GET DEXTER, 3 WEEKS IN PARADISE, EQUINOX, SAI COMBAT, NIGHT GAMES (2 full sides , 6128 only at present), ZAXXON, BOUNDER, SORCERY, THING ON DING, ROCKY HORROR, HARVEY HEADBANGER, STAINLESS STEEL, BATTLE OF THE PLANETS, TOMAHAWK, TRIVIAL PURS(main file only TLL. FIGHTING WARRIOR, MERMAID MADNESS, VAMPIRE, STARGLIDER, NODES OF YESOD, SORCERY, SILENT SERVICE, SPLIT PERSONALITIES, JACK the NIPPER, ELEKTRAGLIDE, DALEYS S/TST. REVOLUTION. GALIVAN. EAGLES NEST. MIKIE. COP OUT. TOP GUN. GOONIES. KNIGHT RIDER BEACHHEAD 1&2, RUNESTONE, BIGGLES, STREETHAWK, MISSION ELEVATOR, PACIFIC, TARZAN HYPERBOWL, NINJA, DONKEY KONG, FLYSPY. HOLLYWOOD OR BUST, DANDY, BACK TO FUTURE, ALIENS, SUPERSLEUTH, FEUD, SUPERMAN, TENTHFRAME , THAI BOXING, LEADERBOARD, KRAKOUT, SARACEN, HEADOVER HEELS, LORDS OF MIDNIGHT, SCALEXTRIC, BMXSIMULATOR, GP SIMULATOR, DYNAMITE DAN II, 5TH AXIS, CYCIT YIE AR KUNG FU II.

Charges: £6.00 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases (Like TOP GUN). Remember to count a "double" such as DALBY'S SUPERTEST as two !

BONZO CLONE ARRANGER

As always I remind you that the PRIMARY purpose of BCA is not the disc-to-disc clone operation. Nonetheless, I am happy to keep up-dating the reports. Further reports bring the list that can transfer via BCA;
 THEY SOLD A MILLION 1, RAINBIRD MUSIC SYSTEM, WINTER SPORTS, HITCHHIKERS GUIDE, TASWORD, PROTEXT, SORCERY+, ELITE, STRANGEROOP+ WAY OF THE TIGER, MONTY ON THE RUN, 3D STUNTRIDER, LORDS OF MIDNIGHT, TANK COMMANDER, HYPERSPORTS, VIEW TO KILL, MINI OFFICE II, TORNADO LOW LEVEL, NEVER ENDING STORY, RAID OVER MOSCOW, and MACROCOSMICA, SIREN'S MASTERDISC [WHO DAT], FROSTBYTE, WRIGGLER, BATMAN, GAC, NODES OF YESOD, LOCKSMITH, THE KNIFE, TOMAHAWK, JACK THE NIPPER, WINTER GAMES, AMSTRAD MUSIC BOX, ALIEN HIGHWAY, THE ANIMATOR, TAU CETI SPECIAL EDITION, ADVANCED (RAINBIRD) MUSIC SYSTEM. ART STUDIO(RAINBIRD). THE EIDOLON* REMBRANDT, KWIKFILE(MPS), TOOLKIT(BEEBUG), TOBRUK, STARSTRIKEII, STARGLIDER, SWEERO'S WORLD, LITTLE COMPUTER PEOPLE, GAUNTLET, COMPUTER HITS 6, MARSPOP, BARRY M. BOXING, BOOTS 4,3,2 PACK, ZOMBI*, LASER GENIUS, HEARTLAND, 5 STAR GAMES, VERA CRUZ, BASIART, MICRODRAW, FAITLIGHT, AMTIX (what was that ?) ACCOLADES. KORONI'S RIFT, SCRABBLE, AMSORT CHESS, CDS BRIDGE, It is possible to manually crack the "cloned" disc of "self destruct" jobs but as far as BCA goes, ALIENS must rate as a "no go" along WITH with BIGGLES, KNIGHT GAMES, LORD OF RINGS, TRIVIAL PURSUITS, WORKING BACKWARDS, SPINDIZZY, MELTDOWN, 2112AD, GOLD COLLECTIONII. K-COIN OP GAMES. LIVINGSTONE. COSA NOSTRA. TENSIONS. LEADERBOARD, SUPERCYCLE.

DOO DAH

The DISC-DISC option of DOO-DAH has quite a lot to do with the enhanced format to deal with, but as well as being able to cope with all the BCA listed "clones" it can also deal with TRIVIAL PURSUITS, THE "new" EIDOLON, LIVINGSTONE, COSA NOSTRA. DURELL BIG FOUR, SUPERCYCLE, HIVR, LITTLE COMPUTER PEOPLE, KNIGHT GAMES, SHORT CIRCUIT, and LEADERBOARD.

Known "no go" are LORD OF RINGS and SHAO LIN'S ROAD.

A whole mass of reports of meddling with discs to get into other "levels", modifying score charts, infinite lives etc. I will not report how this is done ! Meddling with commercial discs should only be done on a "clone" - and if you have developed the competence you will need no advice ! Practice as much as you like on copies - and all will become clear ! I recently made some mods to DOO DAH to give a reverse drive "clone", a nominated start track for "Search", a "mod" to deal with MASTERFILE files, a B TO A or B to B for BONZCOPY . This was mainly for our Aussie friends who like things upside down ! The problem of FORMATTING a NEW disc BIGBONZO - is simply solved by inputting "I" to IGNORE against the AMSDOS prompt - but has been sorted out with the other mods. If you'd like your DOO DAH tidily updated just bung the disc without the packaging to me with 50p. to cover return and I'll update and return same day. Looks like Alcoholics Anonymous quite liked DOO DAH - or is that an understatement from a full page review that recommends it ? WACCI were pretty keen on it too.

BANKRAID

Neil has upgraded BANKRAID to make the whole program extremely easy to use - and in response to those of you have asked for a NEWS article on it's use he will happily do so - BUT he wants to know from you about your experiences of using it ! Sounds fair enough to me ! If you have BANKRAID and would like the upgrade then send DIRECT to Neil, a disc and sufficient to at least cover return postage. If you haven't got it, and do own a 6128 and have some understanding of M/Code then drop a line and a disc to NEIL. There is no set price - but Neil does have an R & D and Coffee fund ! I am leaving this aspect of meddling solely to yourselves and Neil, but of course will keep you all informed. My interest MUST be on factors that are common to ALL machines. Neil's address appears at the end of the NEWS. BANKRAID is VERY versatile.

BONZO GETS TIME OFF

Always resourceful are "meddlers". KEN LAIDLAW unperturbed by the fact his version of DYNAMITE DAN [1st.] failed to RANDAM as most versions do - got a little routine together to transfer it to TAPE as normal files which can then be BONZO'd OPTION 1 - RELOCATION OFF to disc. A tidy little loader completes the MINI-BUST. MARK WEALLBANS spotted that KOBASHAYU almost tells you what to do - and utilised the basic loader, modified, to put the files to disc. A reverse mod. then runs it. Another MINI-BUST. I did a MINI for WESTBANK and COLONY - and so we have the BEVERLY SISTERS - several MINI-BUSTS.

[4]
THE BEVERLEY SISTERS

DYNAMITE DAN - K. LAIDLLOW

```
10 'REM DYNAMITE DAN TRANSFER TO !TAPE! THEN OPTION 1 TO DISC .
20 FOR X=&be00 TO &be49
30 READ A$:POKE X,VAL("&" + A$):NEXT
40 DATA 21,01,02,11,9f,ac,3e,87,cd,a1,bc,06,04,21,42,be,cd,8c,bc
50 DATA 21,01,02,11,00,a0,01,80,be,3e,02,cd,98,bc,cd,8f,bc,06,04
60 DATA 21,46,be,cd,8c,bc,21,01,a2,11,9f,0c,01,00,00,3e,02,cd,98
70 DATA bc,cd,8f,bc,2a,02,02,23,e9,44,41,4e,31,44,41,4e,32
80 !TAPE: SPEED WRITE 1: CALL &be00

10 REM: DYNAMITE DAN DISC LOADER
20 FOR X=0 TO 3: INK X,0: NEXT
30 FOR X=&be80 TO &bea8: READ A$: POKE X,VAL("&" + A$):NEXT
40 LOAD"DAN2",&c000:CALL &be80
50 DATA 06,04,21,a5,be,cd,77,bc,21,01,02,cd,83,bc,cd,7a,bc,cd,37,bd
60 DATA 21,00,c0,11,01,a2,01,9f,0c,ed,b0,f3,2a,02,02,23,e9,44,41,4e,31
```

COLONY

```
1 REM :THIS WILL TRANSFER COLONY TO DISC AS ONE FILE WHICH ONLY NEEDS "RUNNING"
10 FOR X=&be80 TO &bee0:READ A$:B=VAL("&" + A$):CS=CS+B:POKE X,B:NEXT
20 IF CS<>11402 THEN PRINT"DATA ERROR":STOP:ELSE CALL &be80
30 DATA cd,37,bd,06,00,11,00,c0,21,40,00,cd,77,bc,eb,cd,83,bc,e5,cd,7a,bc,2a,63,a2,22
40 DATA cb,be,21,a4,be,22,63,a2,e1,e9,01,89,7f,ed,49,21,af,be,cd,16,bd,21,ff,af,11,40
50 DATA 00,0e,07,cd,ce,bc,21,d9,be,06,06,11,40,00,d5,cd,8c,bc,e1,11,c0,9f,01,00,00,3e
60 DATA 02,cd,98,bc,cd,8f,bc,2a,cb,be,e9,43,4f,4c,4e,59,22,c1
```

WESTBANK

```
1 REM: WESTBANK,REWOUND TAPE,DISC IN DRIVE GETS 1/2WEST
10 CALL &bbff:FOR X=&be80 TO &beef:READ A$:Y=VAL("&" + A$):CS=CS+Y:POKE X,Y:NEXT
20 IF CS=11120 THEN CALL &be80 ELSE PRINT"DATA ERROR !":END
100 DATA cd,37,bd,21,00,00,06,00,11,00,01,cd,77,bc,21,00,01,cd,83,bc,cd,7a,bc,21,a0,be
200 DATA 22,05,01,c3,00,01,f3,21,00,a0,11,00,c0,01,00,11,ed,b0,21,00,a6,21,ff,ab,0e,07
300 DATA cd,ce,bc,21,eb,be,34,06,05,11,40,00,d5,cd,8c,bc,e1,11,c0,9f,01,00,00,3e,02,cd
400 DATA 98,bc,cd,8f,bc,00,3e,c9,32,d3,be,21,00,c0,22,be,be,21,00,11,22,c6,be,cd,b7,be,c3,00,00,30,57,45,53,54

1 REM: THIS RUNS WESTBANK
10 CALL &bbff:FOR X=0 TO 15:INK X,0:NEXT:BORDER 3,11
20 FOR X=&be80 TO &be90:READ A$:Y=VAL("&" + A$):POKE X,Y:NEXT:CALL &be80
30 DATA 21,b5,be,34,06,05,11,40,00,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,00,3e,c9,32,94,be
40 DATA 21,00,c0,22,87,be,cd,80,be,f3,21,00,c0,11,00,a0,01,00,11,ed,b0,cd,37,bd,c3,8c,91,30,57,45,53,54
```

KOBASHAYU - MARK WEALLEAN

```
1 REM skip basic loader and run this TO put KOBASHAYU files to DISC - MARK WEALLEAN'S routine
10 OPENOUT"D":MEMORY &653:CLOSEOUT
20 MODE 0:BORDER 0:FOR t=0 TO 15:READ a:INK t,a:NEXT:FOR t=&a680 TO &a690:READ a$:POKE t,VAL("&" + a$):NEXT
25 CALL &a680,&c000,&3fff:CALL &a680,&654,&a028
30 SAVE"KOBA1",B,&c000,&4000:SAVE"KOBA2",B,&654,&a028
40 DATA 0,26,6,1,7,9,2,24,15,3,16,12,13,18,11,25
50 MODE 1:BORDER 0:INK 0,0:INK 1,20:INK 2,6
60 WINDOW $1,9,20,7,7
70 WINDOW $3,1,40,19,25
80 WINDOW $2,21,36,7,7
90 ORIGIN 0,0,192,442,125,257
100 SYMBOL 255,56,4,2,255,255,2,4,56
110 CALL &a680,&c000,&3fff:SAVE"KOBA3",B,&c000,&4000:CALL &560d
120 DATA dd,5e,0,dd,56,1,dd,6e,2,dd,66,3,3e,2a,c3,a1,bc
```

```

1 REM: THIS WILL RUN THE "KOBA" FILES
5 hh=HIMM
10 OPENOUT"D":MEMORY &653:CLOSEOUT:CALL &bbff
30 MODE 0:BORDER 0:FOR t=0 TO 15:READ a:INK t,a:NEXT:LOAD"koba1":LOAD"koba2"
40 DATA 0,26,6,1,7,9,2,24,15,3,16,12,13,18,11,25
50 MODE 1:BORDER 0:INK 0,0:INK 1,20:INK 2,6
60 WINDOW £1,9,20,7,7
70 WINDOW £3,1,40,19,25
80 WINDOW £2,21,36,7,7
90 ORIGIN 0,0,192,442,125,257
100 SYMBOL 255,56,4,2,255,255,2,4,56
105 MEMORY hh-1 : REM - a funny for 6128
110 LOAD"koba3":CALL &560d

```

DOLLY PARTON

You didn't really expect a BIG BUST after that lot did you ? How about NOSFERATU, error trapped routine complete with a loader that will at least let you have a peek at the second part of the game. Dunno if it is playable without having completed the first part - but it is quite amusing.

```

10 REM: GETS 2PART NOSFERATU/FILES 0/1/NOSFER
20 REM: TAPE AT START/DISC IN DRIVE
30 FOR X=&be80 TO &bf37:READ A$:Y=VAL("&"+A$):CS=CS+Y:POKE X,Y:NEXT
40 IF CS=15362 THEN CALL &be80 ELSE PRINT"DATA ERROR!":END
50 DATA cd,37,bd,11,00,10,06,00,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,21,9c,be,22,6d,10,c3,00,10,21,13,1a,22,35,bf,21,b6,be,22,13
60 DATA 1a,3a,12,1a,32,37,bf,3e,c3,32,12,1a,c3,00,1a,f3,2a,35,bf,22,13,1a,3a,37,bf,32,12,1a,21,00,a5,11,00,c0,01,00,0d,ed,b0
70 DATA 21,00,d0,11,00,11,3e,42,cd,a1,bc,3e,42,21,00,e8,11,00,08,cd,a1,bc,00,00,00,00,00,00,00,00,11,00,a6,21,ff,af
80 DATA 0e,07,cd,ce,bc,21,2e,bf,34,06,07,11,00,05,d5,cd,8c,bc,e1,11,00,a0,01,00,00,3e,02,cd,98,bc,cd,8f,bc,00,3e,c9,32,16,bf
90 DATA 21,00,c0,22,01,bf,21,00,30,22,09,bf,cd,fa,be,c3,00,00,2f,4e,4f,53,46,45,52,00,00,00

```

```

10 REM: NOSFERATU 1&2/FILES 0/1/NOSFER THIS RUNS IT !
20 FOR X=&be80 TO &bede:READ A$:Y=VAL("&"+A$):CS=CS+Y:POKE X,Y:NEXT
30 IF CS>9257 THEN PRINT"DATA ERROR!":END
40 CLS:PRINT"PART [1] OR [2] ?"
50 IF INKEY(64)<>-1 THEN 70 ELSE IF INKEY(65)<>-1 THEN 60 ELSE 50
60 POKB &beb2,0:POKE &beb3,0
70 GOSUB 80:CALL &be80
80 CALL &bbff:FOR X=0 TO 15:INK X,0:NEXT:BORDER X,0:RETURN
90 DATA 21,d7,be,34,06,07,11,00,05,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,00,3e,c9,32,94,be,21,00,c0,22,87,be,cd,80,be,cd,37,bd,f3
100 DATA 21,00,c0,11,00,a5,01,00,0d,ed,b0,18,16,21,00,d0,11,00,05,01,00,11,ed,b0,21,00,e8,11,00,a9,01,00,08,ed,b0,2a,17,bd,7c
110 DATA e6,3f,67,22,ca,59,c3,12,1a,2f,4e,4f,53,46,45,52,00

```

NEWSLETTERS

FREE - if I've got a SSAR to hand when they're ready. Otherwise 50p + SSAR. Back-issues, a SUMMARY OF 1986 NEWS (1 to 7) in 10 pages without waffle, £1.75. Others 50p. each. This means if you're a new "meddler" and really want the "old tat" back to year dot, full of goodies, it'll cost you £1.75 +£1.50 for issues 8,9 & 10. Call it £3.00. They are invaluable if you've a fair quantity of old tape games. You get a MASTERX listing if you ask for it.

SUGGESTED PROPER READING !

You really must get going with WACCI - as mentioned in NEWS 10. Jolly good stuff - and a proper read, to say nothing of oodles of "cheapie" and excellent home-brewed utilities. PD stuff like NEWSWBBP too ! Address at end of NEWS.

The Gorgeous Girls of Wigan celebrate their first anniversary, [If I was only three weeks younger !] the red-head PAT and undisclosed virtues of SANDRA make their presence felt in ADVENTURE PROBB and ADVENTURE CONTACT. A quid to each brings a sample copy - grand stuff for troll and goblin hunters.

I have absolutely no comment about the two-faced policies of CWA and ACU - who will each accept my money to advertise products that they find too outrageous to review or allow to be sold at their various shows ! Seems to me that a sugar coated policy is allowed only financially beneficial interpretation. AA on the other hand do seem to be independent - and that would've been said whether the DOO DAH review was good, bad or indifferent. More power to independence - BONZO declares UDI !

MEDDLERS WANTED

Stewart in Scotland and Daniel in Cornwall were mentioned in a previous NEWS. They will be delighted to hear from local or semi-local meddlers. Being as I know the number of Scot meddlers - Stewart should have had a massive response - get writing ! Two heads are better than one - although I suspect from many humorous letters from Stewart that he already has two heads !

BONZO ON ROM ?

Rodney Tipping is your man to organise these black beetle affairs - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAE telling him your needs, all will be revealed.

CURSED BE THE CITY

I'll agree with that - don't go much on any of them. Ullapool or Rochdale - now that's different. It's the title of a fine text adventure which you can get for £2.00 on tape, or just £1.50 on disc. It's from INCANTATION - it is an excellent diversion from the "heavy" stuff and available from S.Johnston. If you want some "heavy" stuff then you can get BONZO DOO DAH from NEMESIS, £11.50 on disc - it's good, they tell me !

THE ADDRESSES THAT MATTER - APART FROM &BCCE**Neil MacDougall**

130 Robin Way
Chipping Sodbury
BRISTOL BS17 6JS

CBTC

S.Johnston
3 Halyard Terrace
AUCHTERTOOL, FIFE. KY2 5XR

Rodney Tipping

65 New Road
HORNSEA
NORTH HUMBERSIDE HU18 1PH

ADVENTURE CONTACT

13 Hollington Way
WIGAN
WN3 6LS

ADVENTURE PROBE

78 Merton Road
WIGAN
WN3 6AT

WACCI

75 Greenfields Drive
HILLINGDON
OXBRIDGE
MIDDLESEX UB8 3QN

Daniel Gibbs

8 Church Street
CARHARRACK
REDRUTH. CORNWALL

Stewart Russell

140 Capelrig Road
NEWTON MEARNS
GLASGOW G77 6LA

FINALLY.....

Having stretched this out because six pages are the same as five, the next NEWS will be just one side of a page to make up for the excesses of this one. Whether I find room to put the ELITE "BIG BUST" on or not is another matter ! I would've put it in this issue - the problem was that I couldn't think of an appropriate name - even DOLLY PARTON seems inadequate. Such inadequacies should of course be MANDATORY !

The quest and "competition" for a name and function of the next BONZO utility remains undecided. Lots of suggestions, mostly printable, for what it should be..... but not too much to inspire the name. The dubious "reward" of a mint GOLD COLLECTION II tape - all BONZO to disc, remains un-awarded ! It'll go to the best NAME for the next utility - winner (?) will be named in NEWS 12. I have not yet decided on which aspect to deal with, but whatever it is will be ready in NOVEMBER ! Start saving your pennies now !

Paul McCulla writes, " I have learnt how to use BONZO SUPER MEDDLER and the success rate is breath-taking !" - which I thought was rather nice. More interestingly he says;

"CUTEDISC can be used to salvage "deleted" disc files. If a disc is wiped (or just one file), LOAD CUTEDISC [NB.NOT RUN] and then insert the disc to be salvaged. TYPE as a direct command POKE &a701,229 which should take you to the area where "deleted" files are hidden. NOW RUN CUTEDISC - simply type RUN [ENTER]. Information regarding start, length etc. will be found in the usual way. Break out of CUTEDISC to basic and load the file to be recovered using the information from Cutedisc. Now save the file back to disc AFTER typing :USER,0. For basic only programs there is no need to use Cutedisc."

I've not tried it [why not - bone idle !], but I don't doubt it - although the POKE will possibly make it machine-specific. On the other hand it shouldn't, 'cos it's the AMSDOS buffer area - and ROM 7 is the same on all machines.

Ingenious is young Paul !

Mere mortals with more money than sense use DOO DAH, EDIT DIRECTORY, CLR, "U",CLR,CLR,"U",CLR,CLR,0 etc. until all files are unerased to Directory, User 0, Read/Write files. "Y" to "WRITE REVISED DIRECTORY" -done.

Keith Payne, having sold his AMSTRAD to solve a temporary potential financial crisis, re-acquired some funds and a much missed computer was restored to the home in the shape of a DAKTARI STFM, plus a printer and decent monitor ! Being the sound chap that he is he wrote and asked if we were "dabbling" in DAKTARI software yet. I replied in the manner that you might expect [NO , I'm damn well not - can't afford expensive things like that !] and sent him a "LAPSED MEDDLER'S REVIVAL PACK". Now, this is the bit you won't believe, I have just received a letter and an order for a DOO DAH from Keith !

"..... made for a lot of interesting bedtime reading and made the withdrawal symptoms even worse, so much so in fact that seeing brand new 6128's in DIXONS at bargain ...£199.... prices was the last straw."

As he continued to say, he is now a "double agent" - but that is better than a "defector". There's none so strange as folks, and in my experience there's few so loyal as "meddlers" !

The next NEWS will probably be an end of JUNE affair [I won't re-phrase that as JUNE and I fell out in 1956] - and will likely be somewhat shorter than this Summer brings a downturn, but it didn't last year. I depend on you for it's content - if you know something - then DO TELL. Sorry about the "waffle" to fill up the page - regards, Colin. **NEMESIS**